

## INTRODUCTION

This is not one of those "Long, long ago once upon a time" fufu role-playing games. This is a tale that begins in a forest somewhere in our world today! You, the hero, are checking the acid rain levels with your buddy, when...BOOM, out of nowhere pops a strange old bag who calls herself Microwave. She's attacked by a psycho mutant dude called the Hunter, and before you know it, you're being sucked into some kind of vortex. And you thought you hated Mondays.

Thus begins your epic tale of heroism, adventure, and monster mashing known as **Great Greed**. What is **Great Greed**? Start playing, and figure it out!

**namco**

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## SAFETY PRECAUTIONS

Follow the suggestions below to keep your Game Boy and Game Pak in top operating condition:

1. Always make sure the Game Boy's power is off before inserting or removing the Game Pak.
2. Don't try to take your Game Pak apart.
3. Keep your Game Pak safe from direct sunlight, high heat, and extreme cold. Don't bend it, crush it, or let it get wet. Store in its protective package at room temperature when you are not using it.
4. If your Game Pak gets dusty, clean it with a soft, dry cloth. Never use thinners, solvents, benzene, alcohol, or other strong cleaning agents which can damage the Game Pak.

## ADVISORY READ BEFORE USING YOUR GAME BOY SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

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## CONTROL

This is not a run of the mill menu-driven RPG. When the fighting starts, you'll be going sword to claw and blasting off spells with a touch of the button. Check out the following section to learn how.

**Control Pad** Press to move your character.

Press up/down to move up/down on menu windows.

Press to cast spells during combat.

**A-button** Press to jump through text windows during conversations.

Press to select options from menu windows.

Press to attack during combat.

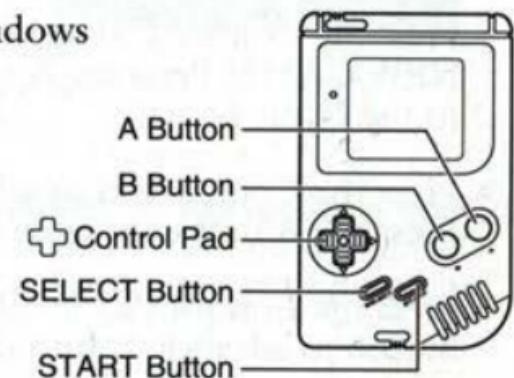
**B-button** Press to return to previous menu window.

Press to exit menu windows.

Press to dodge during combat.

**Start button** Press to enter menu windows.

**Select button** Press to save your game.



## GETTING STARTED

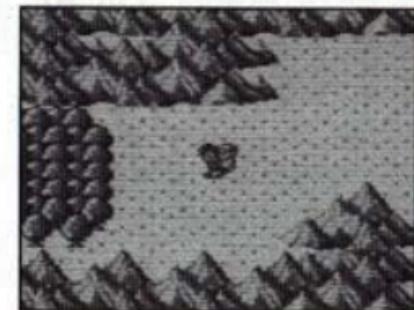
Now that you've read the basics, here's a quick start section to get into the action.

- Plug the Great Greed Game Pak into your Nintendo Game Boy.
- Turn on your Game Boy. In a few moments, the Great Greed Title screen appears.
- Press the Control Pad up/down to select NEW GAME. Press the A button to advance to the Name screen.
- Press the Control Pad to select letters for your name. Press the A button to enter selected letters.
- Press the Control Pad to select END. Press the A button to advance to Introduction.



## GAME SCREEN

The world of Great Greed is different from the world we live in. Check out this section to learn about your surroundings. Keep your eyes open and your hand on your sword.



Character name ► Your name.  
LV-Your current level.

A screenshot of the game's main menu. The left side shows character stats: Level (LV.) 3, HP 17/32, MP 15/15, EXP. 16. The right side shows menu options: ITEM, SCROLL, MISC., STATUS, PARTY, and MONEY (72 GOLD).

LOBB	ITEM
LV. 3	SCROLL
HP 17	MISC.
32	STATUS
MP 15	PARTY
15	
EXP. 16	MONEY
	72 GOLD

Main Menu screen

HP-Hit points. The number on top indicates your current number of hit points. The number on the bottom shows the maximum number of hit points for your current level.

## GAME SCREEN cont.

**MP**-Magic points. The top number shows your current number of hit points and the bottom number shows the maximum for your current level.

**Exp.**-Indicates your current number of experience points.

**Money**-The amount of gold you have.

**Item**-Selecting item and pushing the A button will advance you to the Item screen. The Item screen shows your current inventory.

**Scroll**-Selecting Scroll and pushing the A button will advance you to the Scroll screen. The Scroll screen shows the magic spells that you know. Equipped spells are marked with asterisk.

**Misc.**-Selecting Misc. and pushing the A button will advance you to the Misc. screen. This screen shows your current inventory of miscellaneous goods.

**Status**-Select Status and press the A button to advance to the Status screen.

## GAME SCREEN cont.

**Party**-Select Party and press the A button to get advice from your companions and to find out how many experience points you need to advance to the next level.

<b>WPN</b>	<b>X</b> <b>DAGGER</b>	<b>PWR</b>	<b>17</b>
<b>HLM</b>	<b>✓</b> <b>HELM</b>	<b>DEF</b>	<b>11</b>
<b>ARM</b>	<b>✓</b> <b>SPADDED</b>	<b>SPD</b>	<b>7</b>
<b>SLD</b>	<b>✓</b> <b>WOOD</b>		
<b>SPELL</b>		<b>NO MAGIC</b>	
		<b>NO MAGIC</b>	<b>NO MAGIC</b>
			<b>HEAL 1</b>

**Status Screen**

**WPN**-Indicates weapon currently equipped.

**HLM**-Indicates helm currently equipped.

**ARM**-Indicates armor currently equipped.

**SLD**-Indicates shield currently equipped.

**SPELL**-Indicates placement of spells equipped for battle.

**PWR**-Indicates current attack power.

**DEF**-Indicates current defense strength.

**SPD**-Indicates current speed.

## SAVED GAMES

Great Greed has a SAVE feature. This will allow you to continue play from the place you left off last game. To start a saved game, follow the instructions below.

## SAVED GAMES

- From the Title screen press the Control Pad to select LOAD DATA. Press the A button to advance to the Data screen.
- Press the Control Pad to select your continue point.
- Press the A button to load the data and continue your quest.

1	LOBB	LEVEL 3	HP 17	MP 15
2	KAL	LEVEL 44	HP 663	MP 468
3	KAL	LEVEL 44	HP 663	MP 468
AUTO SAVE				
	KAL	LEVEL 44	HP 85	MP 468

Data Screen

## SAVED GAMES cont.

### Auto Save

Great Greed will automatically save your game periodically. Don't depend on the Auto Save! It may not save the game exactly where you want.

### Saving Games

Great Greed allows you to save three different banks of data. To save a game follow the procedure below.

- Press the Select button to advance to the Save window.
- Press the Control Pad to select YES.
- Press the A button to advance to the Load Data screen.
- Press the Control Pad to select the bank to store data.
- Press any button to return to the game.

## WEAPONS

You start out with a weak weapon, armor, helm and no shield. During the game you will find weapons and have the chance to buy them. Always try to have the best weapons! To get weapons out of a treasure chest, stand in front of the chest and press the A button. Once you get the weapons out of the chests you'll have to equip them. Weapons in your backpack are no help in a fight!

## ITEMS

There is a small symbol next to the top four items. These represent armor/weapon items.

 Weapons  Helm  Shields  Armor

These symbols will help you to distinguish between different types of items. For example: one store may sell chrome swords, chrome shields, and chrome helms. These symbols will help you to know what you are buying or what you've found.

MPN xDAGGER	PWR 17
HLM xHELM	DEF 11
ARM xSPADDLED	SPD 7
SLD xWOOD	
 SPELL NO MAGIC	
NO MAGIC NO MAGIC	

W	E	A	P	O	N	S
Type			Power			Price
KNIFE			AT +5			10
DAGGER			AT +10			20
SWORD			AT +20			150
SCIMTAR			AT +30			700
FOIL			AT +40			900
KATANA			AT +50			1500
HOTCUT			AT +70			2000
CUTTER			AT +80			3500
BIGCUT			AT +90			5000
BADCUT			AT +100			9800
RAPIER			AT +110			17000
KNIGHTS			AT +130			-
GOLD			AT +115			10000
PLATNUM			AT +135			22000
EPEE			AT +55			1800
SKEWER			AT +70			2300
SLASHER			AT +65			2000
STABBER			AT +5			2200
SUNCUT			AT +120			20000
RADCUT			AT +105			22800
HACKER			AT +170			45000

H	E	L	M	S
Type			Power	Price
HAT			DF +1	3
HELM			DF +2	5
HELMET			DF +7	100
TIN			DF +10	350
COPPER			DF +15	500
BRONZE			DF +20	700
IRON			DF +25	1000
CERAMIC			DF +30	2400
STEEL			DF +35	5100
SILVER			DF +40	11800
KNIGHTS			DF +50	-
GOLD			DF +45	4400
PLATNUM			DF +52	9500
ALLOY			DF +25	1200
CARBON			DF +30	2500
CHROME			DF +34	3500
DURAMET			DF +70	16800

AT=Attack

DF=Defense

S	H	I	E	L	D	S
Type	Power					
WOOD	DF +1	5				
LEATHER	DF +7	100				
TIN	DF +15	400				
COPPER	DF +20	900				
BRONZE	DF +25	1200				
IRON	DF +30	2000				
CERAMIC	DF +35	4200				
STEEL	DF +40	8500				
SILVER	DF +50	15000				
KNIGHTS	DF +60	-				
GOLD	DF +55	5200				
PLATNUM	DF +63	10800				
PLATE	DF +25	1600				
ALLOY	DF +45	6000				
CHROME	DF +50	7300				
CARBON	DF +55	8000				
DURAMET	DF +80	19800				

DF=Defense

A	R	M	O	R
Type	Power			
CLOTH	DF +1	5		
PADDED	DF +3	10		
WOOD	DF +10	150		
LEATHER	DF +15	500		
TIN	DF +20	900		
COPPER	DF +25	1500		
BRONZE	DF +30	3300		
IRON	DF +40	6000		
CERAMIC	DF +70	10000		
STEEL	DF +60	15000		
SILVER	DF +70	24000		
KNIGHTS	DF +80	-		
GOLD	DF +75	5200		
PLATNUM	DF +85	14500		
PLATE	DF +35	3900		
CHAIN	DF +80	4500		
DURAMET	DF +100	37800		
CHROME	DF +55	4500		
ALLOY	DF +52	7000		
DRESS	DF +5	20000		

## WEAPONS cont.

### Equipping Items

- Press Start to advance to the Main Menu.
- Press the Control Pad to select ITEM. Press the A button to advance to the Item Menu.
- Press the Control Pad to select the item you wish to equip. Press the A button to advance to the Function window.
- Press the Control Pad to select EQP (equip). Press the A button to equip your selected item.
- The Confirmation window will appear to allow you to check your choice.
- Press the B button to return to the game. It's important to check your ratings before and after you equip an item. You want to be sure that you always have the best weapons, and armor gold will buy, and you want them equipped!!

## M A G I C

In the room with the chests on the first floor of the Royal Refuge castle, you'll find a magic called HEAL 1. You can use spells without equipping them, but they must be equipped to use during the battle! To equip a spell for use in battle, do the following:



## M A G I C C o n t .

- Press Start to advance to the Main menu.
- Press the Control Pad to select SCROLL. Press the A button to advance to the Spell window.
- Press the Control Pad to select the spell to be equipped. Press the A button to advance to the Function window.
- Press the Control Pad to select EQP (equip.) Press the A button to advance to the Placement window.
- Press the Control Pad in the direction (up/down/left/right) you wish to place the spell. While pressing the Control Pad in the desired direction, press the A button. The spell name will appear in that direction.
- Pressing the Control Pad in that direction during combat will cast the entered spell.

**Note:** Only heal magic can be placed in the down position. To use magic when you are not in battle, select "USE" from the Function window instead of selecting "EQP."

## HINTS

1. Great Greed requires you to power up your character. The more battles you win the stronger your character becomes.
2. Talk to everyone you meet, and remember what they say. More importantly, remember who the people are and where they live. You'll have to talk to some people more than once. If you forget where that person is, you'll have to search every town in the country to find them.
3. Buy the best magic and weapons that you can. Sell your old supplies when you level up.
4. Certain enemies are susceptible to certain attacks. Experiment to see which attacks are effective and use them!
5. Mix up your attacks. Don't always use your sword. Try different combinations for devastating results!
6. Buy lots of Medicine and get heal magic as soon as possible.
7. Save often. Whenever you've slept or gained a level, you should save.
8. When in doubt, use the PARTY option. If you have a companion, they'll know what to do!

## SUPERHINTS

*Read this section only if you're really stuck! But read it before you call for help. This section is here to save your sanity and phone bill!!!!*

### Level 1...The Royal Refuge:

First talk to the King. When the enemy attacks, fight! After the fight, go see the King again and you'll be on your way. Listen to EVERYONE!!!

### Level 2...The Empire of Sushi:

Start at Port Village. It's right in front of you when you start the level. Find out where to go next. Shiskaburg is to the west, through the valley. It's the only way you can go. In Shiskaburg, talk to every one until you meet Cup Cake Greene. Agree to help her and she'll join you. After finding out that defeating monsters for Cabbage Head won't win the election, see the old man in the big tree. He's in the forest to the east of town. In the record factory ride the arm on the giant record player. The rest is up to you!

## SUPERHINTS cont.

### Level 3...The Nation of Chow Mein:

Go to the Docs house in Herbal Village. Talk to the woman about fixing the Law Machine. Fix the machine. Change the laws. Be sure that "TALK TO THE GUARD" is not on the list. Go to the jail and talk to everyone. Go to the house by Dragon Jail. Go to the Kim-Chee tribe. Go back to the Town of Tuna, and get Lolly Pop to join you. Go back to the Kim-Chee Tribe. Go to the Oasis Castle and fight NIKNINJA. Go back to the Kim-Chee Tribe and get the Pepper. Go back to the Dragon Jail. You figure out the rest!! I've given away too much already!!

### Level 4...The Curry Nation:

Go to the Cinnamon Village. At the Inn, meet Truffle Greene, she's upstairs. After going to Nutmeg Village, go to the Hot Hot Village and talk to ALL of the runners. Go to the forest and get the Ultrahot flower. Try catching a ride from a few birds to find the flower. Go back to the Nutmeg Village and talk to Truffle. The rest of this country is up to you. Nibbling the flower makes the fight later easier!

## SUPERHINTS cont.

### Level 5...Spaghetti:

Join the Resistance. To stop the thieves from stealing your fruit; Freeze them. Defeat the thieves with magic. If you've made it this far, the rest of this level is easy!!

### Level 6...The Country of Escargot:

Get the Cool Mint leaves from Cadmium in the southwest. Go get Microwave in Torte Village. Torte Village is the middle of the desert. Find the spell Zap 1 in the storehouse located in the northeast of the town. The maze is really tough! To exit a warp room in a desired direction, keep going into the warp until you see a door going the correct way. O.K., here's the path: start from the entrance, go down the hall, up the ladder, right, right, up, right, down, right, up, up the ladder. You figure out the rest. ZAP 1 is what you need; it's somewhere on this floor!

## SUPERHINTS cont.

### Level 7...Burger:

I'm not giving anything away in the last two levels, you'll have to figure these out yourself. However, the forest before the Spa is the best place in the game to power up.

### Level 8...???

To defeat the final boss, you should be at least at level 41. If you're at level 45, you'll have no problems. Fight the final boss when you are within 8000EP of the next level when you fight him the first time. If you are within 8000, you'll go to the next level, and your HP and MP will fill up for the very difficult final battle.

# GOOD LUCK!!!

## LIMITED WARRANTY

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